Case II — Adding Flying Faders to a Neve Melbourn Sidecar

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The Sunset Sound and Sunset Sound Factory complex includes 4 consoles equipped with Flying Faders fader automation. Wren Rider, chief engineer at the Sound Factory facility, wanted to add automation to their Neve Melbourn sidecar to provide a totally transparent expansion of their API consoles.

This was accomplished by modifying a set of Flying Faders modules from a decommissioned ADM console from Todd AO. The large module front panels were shortened and narrowed to fit the tight quarters of the Melbourn. Small hand-wired audio muting boards, not included in the ADM design, were added to the fader modules. To facilitate quick hookups, recessed 40-way connectors were added to the underside of the Melbourn for connection of the flat ribbon bundles running to the servo rack.

Wren modified the internal wiring of the consolette to interface with the Flying Faders connectors, and an onboard 5 Volt power supply was added to power the fader mute latches when the Melbourn is used in a non-Flying Faders room.

Then came the difficult part. Wren wanted the entire consolette to pivot vertically on the welded steel roll around cart so that the package would easily fit through all the doors in the facility. The first step was to separate the top frame from the uprights of the pedestal. New side plate adapters that would provide optimum pivot points for easy tilting were designed and fabricated. Next in line was a locking

system for holding the console flat or upright. Finally, a shelf fabricated for the bottom rear to hold the Melbourn s power supply.

The end result worked so well that the Melbourn now typically is placed at the rear of the control room in the tilted position so that the engineer can easily see the control surface. The Flying Faders facilities integrate the sidecar into the normal functions of the console, making it a highly desirable addition that gives a boost to the studio s revenue.